in this dm, there will be 'bases' for each team where they spawn, and have a chance to use the special PTs i set up to change character.

the thing about these PTs is, it will be a PT where the PT is disabled, but it has had a pokeable script to it where you can change character. each team will have specific ones each level.

the bases will be secluded from entrance, and the only way in is to day and spawn there, and to exit, they will be teleported out.

in the field, there are special refill terminals which refill only ammo, and dont affect health at all.

at the moment, i have only done M01. NOD's 'base' is in the prison thing near the commcenter, and gdi's is at a penned off bit by the destroyed conyard. the battle takes place on the level at the place you receive a mammoth tank on the level in campaign. each team will be teleported to parts of that, which are protected by base defences to stop people teleport spawning.

the way the specific characters thing will work is, on the level, M01, gdi get to choose between Logan, patch, gunner and hotwire, and nod choose between a stealth black hand(unstealthed and given a tiberium flechette gun), a black hand sniper, a technician, and the black hand laser chain gunner.

on other levels, where i decide to put vehicles spawners, i will allow access to stronger infantry and on levels where it is infantry only, there will be only lower infantry.

so then, how does it sound?